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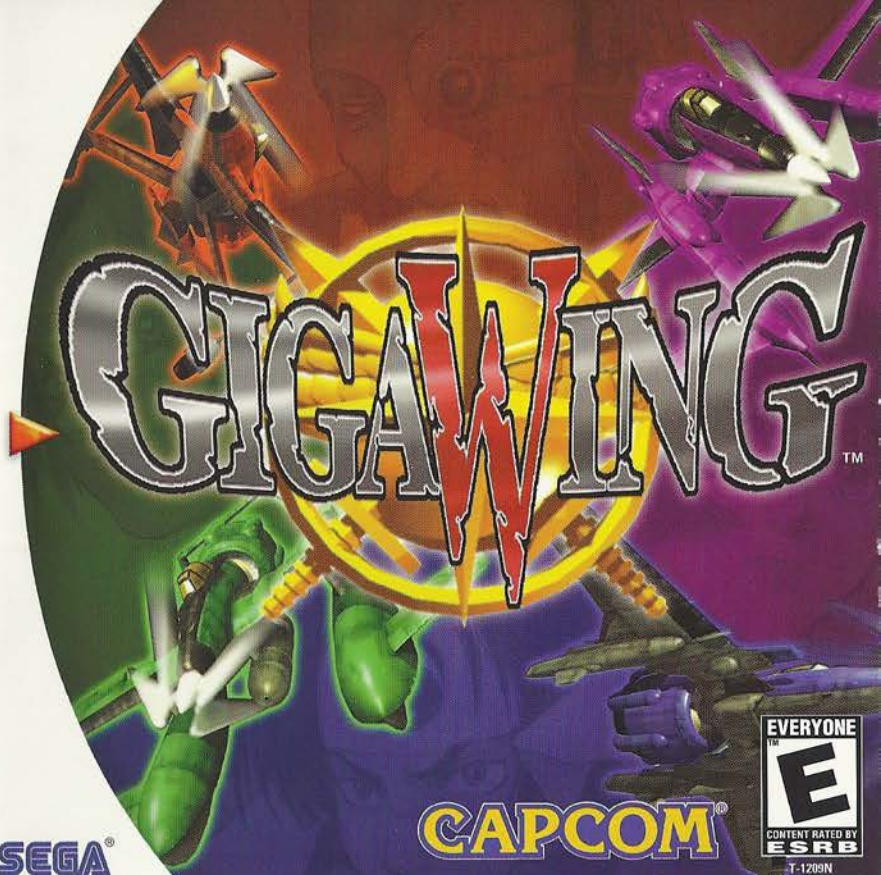


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CONTENT RATED BY
ESRB

T-1209N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
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- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

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Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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1-900-976-EDGE (1-900-976-3343)

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\$.135 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

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GIGAWING



THE FIGHT FOR MEDALLION

Numerous wars have been fought since ancient times – many civilizations have emerged and disappeared. The cause of the wars is Medallion, a divine stone that brings both prosperity and destruction to humankind. Uncounted civilizations have sought it, fought for it and vanished. What they gained in their struggle for power was nothing short of annihilation!

Now, in the year 2050 ...

Civilizations of the world have again resumed fighting for Medallion with powerful weapons developed with advanced technology. This has become the most explosive war in history. Four air fighters take off into the sky. Each pilot carries a stone that holds mysterious power, said to be the only way to destroy Medallion. A new chapter is about to open in the never-ending saga of the fight for Medallion.

The future will soon answer the question: will this battle be the last?

SEGA DREAMCAST™



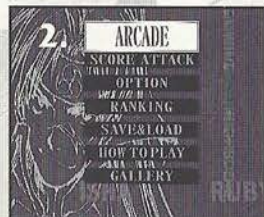
Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. **Giga Wing** uses Control Ports A and B for Players 1 and 2 respectively.

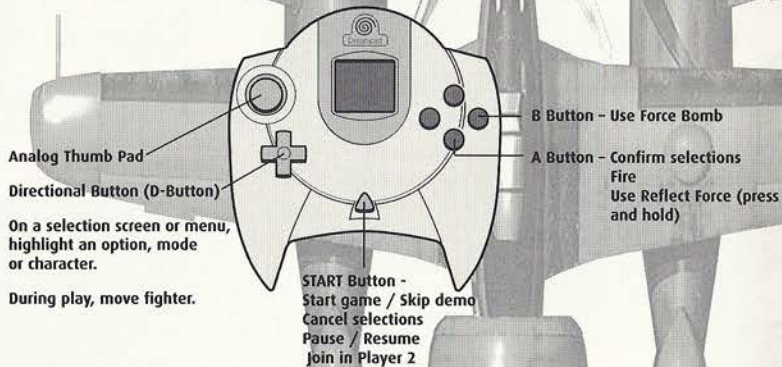
Note: Purchase an additional controller (sold separately) to play with two people.

Giga Wing is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

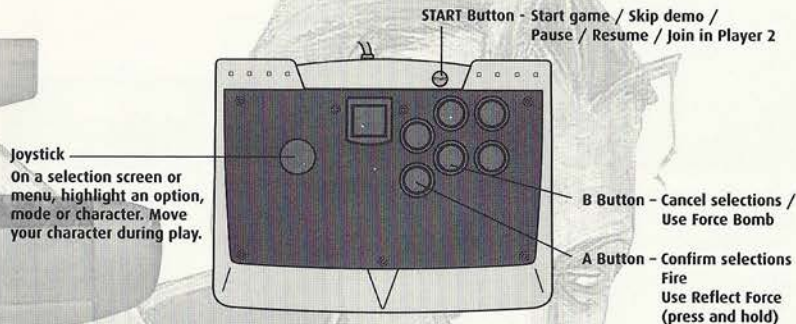
PLAYING A GAME

1. Press **START** at the Title screen.
2. Press the Directional Button, Analog Thumb Pad or joystick \uparrow/\downarrow to select a game mode and press the **A** Button. (See more about game modes starting on page 8.)
3. Select a character and press the **A** Button. (See more about characters on pages 13-14.)
4. The game will start after a demo. When your fighters run out, a Continue screen will appear. To continue, press **START** before the countdown reaches zero.
5. At the end of a game you can input your name if you rank in the High Scores.



CONTROLS (Default)**SEGA DREAMCAST CONTROLLER**

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

ARCADE STICK**JUMP PACK**

Giga Wing supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.

**Notes:**

- **Giga Wing** is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning ON the Sega Dreamcast.
- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.
- For both the controller and Arcade Stick, you can change the default button assignments using the Button Config option. See page 9.

GAME MODES

Choose a game mode with the Analog Thumb Pad, D-Button or joystick and press START or the A Button.

ARCADE

A perfect conversion of the original arcade game. 1 Player can play solo or 2 Players simultaneously. Between stages, view story demos with character voices. In 2 Player games, the story varies depending on the combination of characters.

SCORE ATTACK

1 player only. Choose a stage and try to get the best score. Your score ranking is recorded separately from your Arcade Mode ranking. During play:

- You have an unlimited number of fighters.
- The Score Multiplier will increase as long as your fighter stays alive and you do not use a Force Bomb. If your fighter is destroyed or you use a Force Bomb, the Score Multiplier is reset.
- When you beat the boss enemy, your score appears on the Result screen and you return to the Title screen.

OPTION

Adjust various settings. Select an item with the Analog Thumb Pad, D-Button or joystick \uparrow/\downarrow and adjust with \leftarrow/\rightarrow .

- **DIFFICULTY** - Adjust difficulty level. The higher the number, the more difficult.
- **PLAYER STOCK** - Adjust the initial number of fighters.
- **BOMB STOCK** - Adjust the initial number of Force Bombs.



- **AUDIO** - Choose STEREO or MONAURAL.
- **YM SOUND** - Turn YMU sound ON/OFF.
- **SOUND TEST** - Sample game music and sound effects.
- **BUTTON CONFIG** - Change button assignments. Also turn Jump Pack vibration ON/OFF. If you choose AUTO SHOT, you can shoot continuously by holding the Fire button.
- **SCREEN SETUP** - Adjust screen size and position with A/B/X/Y Buttons. Press the L and R Triggers to reset the size.

RANKING

View current best score rankings for Arcade and Score Attack Modes.

1. Choose Arcade or Score Attack Mode.
2. If you chose Score Attack Mode, choose a stage.
3. Each Ranking screen shows up to 20 places. Use the Analog Thumb Pad, D-Button or joystick \uparrow/\downarrow to scroll.

The screen shows:

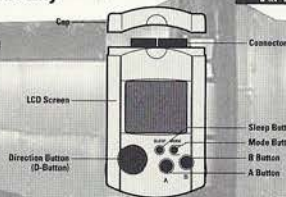
- **RANK** - Ranking.
- **TYPE** - Fighter used.
- **STAGE** - Number of stages reached.
- **SCORE** - Score in 16 digits. If the last digit is not zero (meaning the game has been continued), the score displays in red.
- **NAME** - Ranking name (up to 3 letters).
- **DIF** - Difficulty level. If settings have been changed in the Option Mode, the score displays in red. If the difficulty level is increased, the score displays in normal color.



SAVE & LOAD

Save or load ranking and option data to a VMU (Visual Memory Unit).

- **SAVE** – Save your play data to an optional VMU (required for saving). **Giga Wing** uses 12 free blocks to save play data. While saving, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller or any peripheral.
- **LOAD** – Load your play data from a VMU.



HOW TO PLAY

View the tutorial on the **Giga Wing** controls.

GALLERY

View graphics used in the game. You can unlock artwork via special events during play.



PAUSE MENU

Press **START** to pause the game and display the Pause Menu.

- **SCREEN SETUP** – Adjust screen settings.
- **BUTTON CONFIG.** – Change button assignments and turn Jump Pack vibration ON/OFF.
- **EXIT GAME** – Quit game and return to the Title screen.

COMBAT SCREEN



- Destroy enemies with shots and avoid enemy shots. If your fighter hits an enemy or enemy shot, you lose your aircraft. If you lose all of your Fighters Remaining, your game is over.
- Use a Force Bomb when your fighter is surrounded by enemy shots or confronted with a tough enemy. When a Force Bomb is fired, your fighter becomes invincible for awhile. The number of Force Bombs is limited.
- The RF (Reflect Force) Gauge fills up when you use Reflect Force, then decreases over time. When its empty, you can use Reflect Force again (see page 12).
- The Boss Battle Timer appears only when you are fighting a boss character. The boss will escape if you do not defeat it within a certain time.



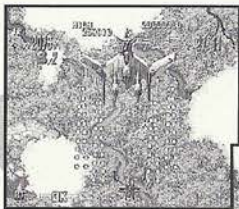
ITEMS

When you destroy an enemy, an item sometimes appears. Fly over it to pick it up.

- **[P] POWER UP** - Enhances your fighter's attack power.
- **[B] FORCE BOMB** - Increases the number of Force Bombs Remaining.
- **[1UP] LIFE** - Increases the number of Fighters Remaining.
- **MEDAL** - Increases your Score Multiplier.

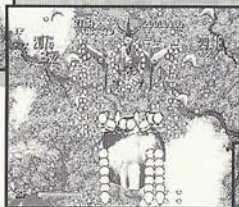
REFLECT FORCE

During a Reflect Force (RF), your fighter becomes invincible and able to repel all enemy shots. When **OK!** appears on the RF Gauge, you can use this special power (press and hold the A Button).



1. Hold the A Button when numerous enemy shots are approaching your fighter.

2. Reflect Force detonates ...



... and reflects the shots.

3. The reflected shots will hit enemies and numerous Medals (to increase the Score Multiplier) will appear.



CHARACTERS

SINNO SUKE

Sinnosuke is descended from a tribe that guards a powerful stone possessing the ability to summon thunder and lightning. He is on a mission to destroy the Medallion, which has caused his people to wage war among themselves. The only way to stop this madness is to disintegrate the Medallion once and for all.



RAIJIN

A well-balanced airplane that deploys a wide-shot as one of its main weapons.



ISHA

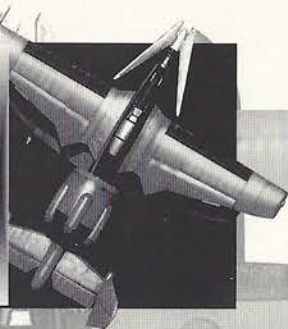
Isha has trained as a pilot all of her life. At one time, she was a famous ace fighter pilot, but she quit the Air Force to pursue peace. Since that time, Isha has lived in a spiritual community, nursing the sick and injured. Upon learning that the Medallion is causing her people to fight, she takes to the air once again in an all-out effort to destroy the powerful stone.

PORCHKA

Isha's fighter can fire up to 8 homing missiles at one time.

RUBY

Hailing from the southern continent, Ruby used to be an aerial pirate. Ashamed of her past, she foreswore her life of plunder and founded an orphanage to help children in need. This time, she's joining the air war to protect the future of all children.



CARMINE

The fastest of all the planes, Carmine is equipped with a forward concentration shot, putting all its firepower up front.



STÜCK

Now a retired doctor, Stück lost his eye in an air accident, and through his own skill replaced it with a cybernetic orb. When his wife was stricken with a terminal disease, Stück tried to use the power of a magic stone to save her. Instead, the stone transformed her into a golden statue. Now Stück fights to find a way to reverse his wife's condition.

WIDERSTAND

Stück's plane is equipped with a powerful guided bomb that can be deployed in any direction.

STAGES

VALLEY

The stage begins with a valley at night. Break through a horde of enemies and their facilities to reveal a night view of a big city. But the peace will be instantly shattered.

LAVA

Anti-air tanks barrage your fighter with a hail of bullets. Laying in ambush deep in the lava is the battle submarine Revolving Wheel.

RAIL

Battle huge armed trains running on the rail track. Escape their furious attacks to discover a beautiful lake. The silence is broken by the Medallion running in the water. It's a trap!

FLOATING CONTINENT

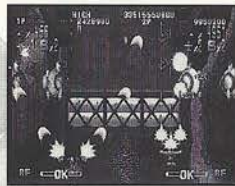
Long ago, a floating continent actually flourished. Now, it's just a graveyard of ruins. The only thing left is the Machine-Goddess, a spirit of destruction whose fury was born from the loss of all her ancient worshippers.

HEAVENLY GOLD CITY

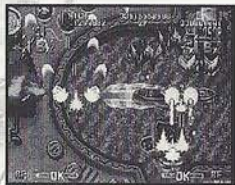
You're approaching the shrine where the Medallion is sealed. Only ancient weapons remain to block your way. The door to the forbidden shrine will open when you defeat Dimension Keeper.

Note: In Arcade Mode, the order of stages may vary depending on character combination.

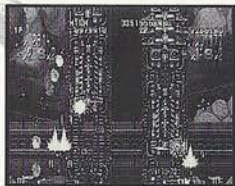
VALLEY



LAVA



RAIL

FLOATING
CONTINENT



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GIGA WING

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